

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. ***(Currently Amended)*** Computer graphics processor, having a forward mapping renderer, comprising:
 - a texture space rasterizer ~~for rasterizing~~ configured to rasterize a primitive in texture space,
 - a color generating unit ~~for determining~~ configured to determine the color of the output of the texture space rasterizer and ~~for forwarding~~ configured to forward a color sample along with coordinates,
 - a 2-pass screen space resampler ~~for resampling~~ configured to resample the color sample determined by the color generating unit, and
 - at least one one-dimensional blur filter unit associated ~~[[to]]~~ with at least one pass of said 2-pass screen space resampler ~~for performing~~ configured to perform a one-dimensional blur filtering before performing said at least one pass.

2. ***(Previously Presented)*** Computer graphics processor according to claim 1, wherein the at least one one-dimensional blur filter unit comprises:
 - a first one-dimensional blur filter unit and a second one-dimensional blur filter unit wherein said 2-pass screen space resampler comprises a first pass screen space resampler and a second pass screen space resampler,
 - wherein said first one-dimensional blur filter unit is arranged before said first pass screen space resampler and said second one-dimensional blur filter unit is arranged before said second pass screen space resampler.

3. ***(Previously Presented)*** Computer graphics processor according to claim 1, wherein the at least one one-dimensional blur filter unit comprises:

a first one-dimensional blur filter unit and a second one-dimensional blur filter unit, wherein said first and second blur filter units are one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.

4. ***(Previously Presented)*** Computer graphics processor according to claim 3, wherein

said texture space rasterizer is adapted to determine said corresponding shear factor.

5. ***(Currently Amended)*** Computer graphics processor according to claim 1, further comprising:

a delay unit ~~for storing~~ configured to store a plurality of color samples further configured to perform an averaging of overlapping color samples in order to determine blurred color samples.

6. ***(Previously Presented)*** Computer graphics processor according to claim 2, wherein

said first and second blur filter units are box low pass filters having a footprint determined by the shear factor.

7. ***(Previously Presented)*** Computer graphics according to claim 2, wherein said first and second blur filter units are low pass filters having a weighted footprint.

8. **(Currently Amended)** Method of rendering images based on a forward mapping rendering within a computer graphics processor, the method comprising:
rasterizing a primitive in texture space,
determining the color of the output of the rasterizing step and forwarding a color sample along with coordinates,
~~2-pass screen space resampling, via a 2-pass screen space,~~ the color sample, and
performing at least one one-dimensional blur filtering before performing at least one pass resampling.

9. **(Previously Presented)** Method according to claim 8, wherein performing the at least one one-dimensional blur filtering comprises:
a first one-dimensional blur filtering and a second one-dimensional blur filtering,
wherein said 2-pass screen space resampling comprises a first pass screen space resampling and a second pass screen space resampling,
wherein said first one-dimensional blur filtering is performed before said first pass screen space resampling and said second one-dimensional blur filtering is performed before said second pass screen space resampling.

10. **(Previously Presented)** Method according to claim 8, wherein performing the at least one one-dimensional blur filtering step comprises:
a first one-dimensional blur filtering, and
a second one-dimensional blur filtering,
wherein said first and second blur filtering are performed based on one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.

11. **(Previously Presented)** Method according to claim 10, wherein said corresponding shear factor is determined in said rasterizing step.

12. *(Previously Presented)* Method according to claim 8, further comprising:
storing a plurality of color samples to perform an averaging of overlapping color samples
in order to determine blurred color samples.

13. *(Previously Presented)* Method according to claim 8, wherein performing the at
least one one-dimensional blur filtering step comprises:
a first one-dimensional blur filtering, and
a second one-dimensional blur filtering,
wherein said first and second blur filtering are performed on the basis of box low pass
filter having a footprint determined by a shear factor.

14. *(Previously Presented)* Method according to claim 8, wherein performing the at
least one one-dimensional blur filtering step comprises:
a first one-dimensional blur filtering, and
a second one-dimensional blur filtering,
wherein said first and second blur filtering are performed on the basis of a low pass filter
having a weighted footprint.

15. *(Currently Amended)* A computer-readable medium encoded with a computer
program ~~for performing~~ configured to perform a method according to claim 8.

16. *(New)* One or more computer readable media containing computer readable
instructions for performing a webcast debugging method, the computer readable instructions
operable by one or more processors to execute data processing steps comprising:
rasterizing, via a rasterizer, a primitive in texture space;

determining, via a color generating unit, the color of the output of the texture space rasterizer;

forwarding, via the color generating unit, the color sample along with coordinates;

resampling, via a 2-pass screen space resampler, the color sample determined by the color generating unit, and

performing at least one pass, via at least a one-dimensional blur filter unit, of the 2-pass screen space resampler.